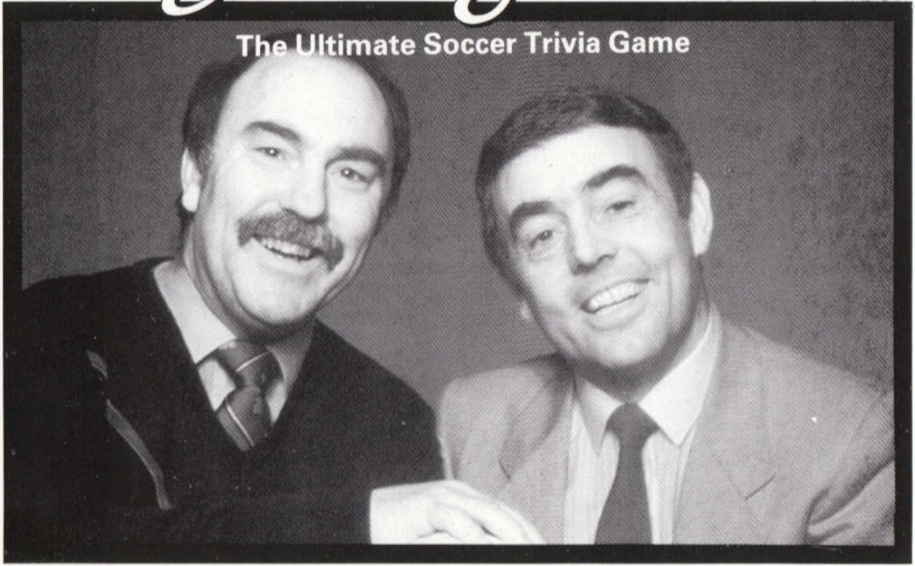
Saint & Greavsie



INSTRUCTIONS FOR PLAY

OBJECT OF GAME

The object of the game is to 42 answer questions and gain the highest amount of points thereby winning you the League Championship.

PLAYING THE GAME

FIRST — choose how many players will be competing (1-4).
SECOND — choose the level of difficulty of the questions:
(E)asy
(M)edium
(H)ard

THIRD — choose which question pack you wish to play with using 1-4.
You will then be asked to enter your team and team captain's name. Having done this you can then choose the kit colour for your team.

There are 3 types of questions:

HOME questions are generally related to modern football and are the easiest to answer.

AWAY questions are generally related to football in the 1960's and 70's with teasers about 'Golden Oldies'.

DERBY questions will test your knowledge of football trivia. These are fun as well as factual.

SCORING

One question in the game is equivalent to one match.

If a player fails to answer or gets a question wrong then no points are awarded although this still counts as one match.

The score is recorded for each player on the League table and points are awarded as follows:
HOME question — 1 point
AWAY question — 2 points
DERBY question — 3 points

WINING THE GAME

The winner of the game is declared after all players have completed 42 matches (when one league season is completed).

The winner is the player who amasses the most points.

GAME CONTROLS

SPECTRUM

Z = LEFT
X = RIGHT
O = UP
K = DOWN
ENTER = SELECT

Or alternatively use a joystick or select Kempston Sinclair, depending on the type you have.

LOADING

SPECTRUM 48K	: LOAD " " (ENTER)
SPECTRUM 128K	: Select tape loader from menu
SPECTRUM +3 DISK	: Select loader from menu

COMMODORE 64

Use a joystick in Port 2

LOADING

C64 Cassette	: (SHIFT) + (RUNSTOP)
C64 Disk	: LOAD "*",8,1 (RETURN)

AMSTRAD CPC

Z = LEFT
X = RIGHT
O = UP
K = DOWN
RETURN = SELECT

Alternatively use joystick

LOADING

AMSTRAD CPC 464 Tape	: CTRL + small ENTER key
AMSTRAD CPC 6128 Tape	¦ TAPE:RUN" (RETURN)
AMSTRAD CPC 6128 Disk	¦ CPM (RETURN)

ATARI ST
Use joystick in correct port

LOADING
ATARI ST
: Insert disk and reset computer

AMIGA
Use joystick in correct port

LOADING
AMIGA
: Insert disk and switch on computer

IBM/PC + COMPATIBLES
Use cursor keys or analogue joystick

NB. PC users may alternatively use a joystick plugged into the port provided on the keyboard.

LOADING
Insert correct disk and see disk label for instructions.

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